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WHAT IS CLAIMED IS:

- applet, executed by the computer, for displaying a plurality of windows on a display coupled to the computer, the applet receiving Init, Start, Stop, Destroy, and Exit messages, the applet initializing upon a first receipt of the Init message, the applet beginning execution upon a first receipt of the Start message, the applet opening at least one previously-closed window upon a second and subsequent receipt of the Start message, the applet closing at least one previously-opened window upon receipt of the Stop messages, the applet deallocating at least one resource upon receipt of the Destroy message, and the applet terminating execution upon receipt of an Exit message.
 - 2. The applet of claim 1, wherein the applet is a Java applet.
 - 3. The applet of claim 1, wherein a browser sends the messages to the applet.
- 4. The applet of claim 3, wherein the browser sends the Init message to the applet when the applet is loaded for execution.

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- 5. The applet of claim 3, wherein the browser sends the Init message to the applet when a focus of the browser is directed to a page associated with the applet.
- 5 6. The applet of claim 3, wherein the browser sends the Start message to the applet after the Init message is sent to the applet.
 - 7. The applet of claim 3, wherein the browser sends the Stop message to the applet when a focus of the browser is directed to a page other than the page associated with the applet.
 - 8. The applet of claim 3, wherein the browser sends the Destroy message to the applet after the Stop message is sent to the applet.
- 9. The applet of claim 1, wherein windows are created by the applet using an Abstract Window Toolkit (AWT).
 - 10. A computer-implemented method for executing an applet that displays a plurality of windows on a display of a computer, comprising the steps of:
- 20 receiving Init, Start, Stop, Destroy, and Exit messages;

initializing upon a first receipt of the Init message;

beginning execution upon a first receipt of the Start message;

opening at least one previously-closed window upon a second and subsequent

receipt of the Start message;

closing at least one previously-opened window upon receipt of the Stop

messages;

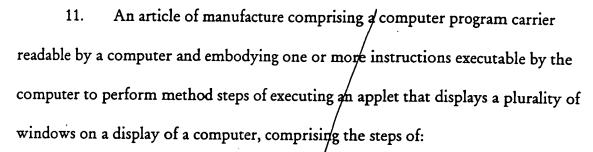
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deallocating at least one resource upon receipt of the Destroy message; and

terminating execution upon receipt of an Exit message.

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receiving Init, Start, Stop, Destroy, and Exit messages;

initializing upon a first receipt of the Init message;

beginning execution upon thirst receipt of the Start message;

opening at least one previously-dosed window upon a second and subsequent receipt of the Start message;

closing at least one previously-opened window upon receipt of the Stop messages;

deallocating at least one resource upon receipt of the Destroy message; and terminating execution upon receipt of an Exit message.

(12/6/3)